

Listing of Claims:

Claim 1: (Currently Amended) A system, comprising:
memory storing a first object, a second object, and a third object, the second object configured to define an interactive component for display in an interactive electronic programming guide (EPG), the interactive component including localized content and the third object including content information for display in the EPG; and
a processor configured to:
analyze the content information of the third object;
determine a thematic content of the third object based on the analysis;
identify a plurality of world objects each defining a different theme for an EPG layout;
select the first object from the plurality of world objects, the first object having a thematic content associated with the thematic content of the third object; and
generate and display the interactive EPG by combining the first object, the second object and the third object, wherein a layout of the interactive EPG is defined by the first object ~~and wherein the first object is selected from a plurality of world objects and each of the plurality of world objects defines a different theme for an EPG layout.~~

Claim 2: (Previously Presented) The system of claim 1 wherein the system comprises a set-top box, a television, or a VCR.

Claim 3: (Previously Presented) The system of claim 1 wherein the system includes a plurality of drivers, one of the drivers communicating with a separate unit to replenish programming information.

Claim 4: (Cancelled)

Claim 5: (Previously Presented) The system of claim 1 wherein the third object includes at least one of a schedule time, channel identification and a title.

Claim 6: (Cancelled).

Claim 7: (Currently Amended) The system of claim [4] wherein the second object is configured to provide non-EPG e-commerce interactivity.

Claim 8: (Currently Amended) The system of claim 1 wherein the first object is selected from the a plurality of world objects based on a selected type of programming.

Claim 9: (Previously Presented) The system of claim 8 wherein the first object defines a virtual world and a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.

Claim 10: (Previously Presented) The system of claim 7 wherein the second object is received in real time.

Claim 11: (Previously Presented) The system of claim 1 further including a user interface configured to receive user interaction with the localized content of the interactive EPG.

Claim 12: (Currently Amended) A method, comprising:
storing in memory a third object including information associated with current programming events;
analyzing the content information of the third object;
determining a thematic content of the third object based on the analysis;
identifying a plurality of world objects each defining a different theme for an EPG layout;
selecting a first object from the plurality of world object, the first object having a thematic content associated with the thematic content of the third object, the first object
configured to define a layout of an interactive electronic programming guide (EPG) displaying content programming information, ~~wherein the first object is selected from a plurality of world objects and wherein each of the plurality of world objects defines a different theme for an EPG layout;~~

selecting a second object including a localized interactive component for display in the interactive EPG; and
~~storing in memory a third object including information associated with current programming events; and~~
generating and displaying the interactive EPG by combining the ~~received~~ first object, the second object, and the third object.

Claim 13: (Cancelled)

Claim 14: (Previously Presented) The method of claim 12 performed by a set-top box, a television system, or a VCR.

Claim 15: (Cancelled)

Claim 16: (Previously Presented) The method of claim 12 wherein the third object includes at least one of a schedule time, a channel identification, and a title.

Claim 17: (Cancelled)

Claim 18: (Previously Presented) The method of claim 12 wherein the second object is a non-EPG e-commerce object.

Claim 19: (Cancelled)

Claim 20: (Previously Presented) The method of claim 12 wherein the first object defines a virtual world and wherein a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.

Claim 21: (Previously Presented) The method of claim 18 further including receiving the second object in real time.

Claim 22: (Previously Presented) The method of claim 12, further comprising generating a user interface coupled to the EPG and configured to receive user interaction with the localized interactive component.

Claim 23: (Currently Amended) A machine-readable storage medium tangibly embodying a sequence of instructions executable by a processor to perform a method for providing for an interactive a 3-D enabled electronic programming guide (EPG), the method comprising:
receiving a third object including information associated with a programming event;
analyzing the content information of the third object;
determining a thematic content of the third object based on the analysis;
identifying a plurality of world objects each defining a different theme for an EPG layout;
selecting a first object from the plurality of world object, the first object having thematic content associated with the thematic content of the third object, the first object configured to
define a layout of an interactive electronic programming guide (EPG) displaying programming information, wherein the first object is selected from a plurality of world objects and wherein
each of the plurality of world objects defines a different theme for an EPG layout;
selecting a second object including a localized interactive component for display in the interactive EPG; and
receiving a third object including information associated with a programming event; and
generating and displaying the interactive EPG by combining the first object, the second object, and the third object.

Claim 24: (Previously Presented) The machine-readable storage medium of claim 23 stored in a set-top box, a television, or a VCR.

Claim 25: (Previously Presented) The machine-readable storage medium of claim 24 further including instructions to provide a plurality of drivers, one of the drivers communicating with a separate unit to replenish the programming information.

Claim 26: (Cancelled)

Claim 27: (Previously Presented) The machine-readable storage medium of claim 23 wherein the third object includes at least one of a schedule time, channel identification, and a title corresponding to the programming event.

Claim 28: (Previously Presented) The machine-readable storage medium of claim 23 wherein the second object is a non-EPG e-commerce object.

Claim 29: (Previously Presented) The machine-readable storage medium of claim 28 wherein the first object defines a virtual world corresponding to selected content.

Claim 30: (Previously Presented) The machine-readable storage medium of claim 29 wherein a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.

Claim 31: (Cancelled)

Claim 32: (Cancelled)

Claim 33: (Previously Presented) The machine-readable storage medium of claim 23 further comprising receiving the second object in real time.

Claim 34: (Previously Presented) The machine-readable storage medium of claim 33 further including instruction for generating a user interface configured to receive user interaction with the localized interactive component of the interactive EPG.

Claim 35: (Currently Amended) The system of ~~Claim claim~~ 1, wherein the interactive component is based on the content information displayed in the EPG.

Claim 36: (Cancelled)

Claim 37: (New) The system of claim 1, wherein the third object corresponds to a selection from a user.

Claim 38: (New) The system of claim 37, wherein the third object is a sports channel and the first object has a thematic content of a ballpark.